

## Who I am and Where I am going

I love building and learning. I am a visual designer with a knack for understanding and improving products I care about.

My hope is to land a visual design job that allows me the flexibility to help in the development of the product too - particularly if it involves music.

I am excellent at being able to piece together the code and design aspect of things and merging them. My hope is that this skill one day allows me to leading a product-development team.

## Visual Design Skills

I love designing and participating in the development of products for mobile and device. So far I have worked on projects for Hubpages, Motorola Atrix, HTC, and Beyond Oblivion.

Utilizing my skills along with my love of music, I have found a real niche in designing for music-oriented applications - particularly Android.

My hard-skills include Designing for phone, desktop and tablet form-factors. I do comps, functionality flows, original art, product analysis and wireframing. I love what I do and want to continue pushing in the direction of good user experience and great products.

## HTML/Front-End Skills

Since my early days designing websites in Flash 4 (!), I have learned various hard-skills for coding front-end. My current wheelhouse includes HTML5 and the JQuery library.

## Android

I am smitten with Android and I strive to absorb all that I can. At my job I was the de facto Android-czar for the product-design team.

I would love to be in a position that allows me to work with Android as a core duty.

## Applications

I work daily with Adobe Illustrator, Photoshop, iWork and Android SDK. I also use Keynote and Omnigraffle for wire-frames.

When coding, I do it all inTextMate and have in the past used SVN and GitHub for version-control.

## References

References are on LinkedIn.com or available on request: jacob@bornhuman.com.

## Project Scoping and Planning

After years of running my own local consulting group, I have developed extensive experience in estimating job scopes and costs and developing milestones. I have written project proposals and coordinated team workflows for clients both independently and in corporate environments.

## Work Experience

### Beyond Oblivion Inc. 2010 to 2012

Visual Designer on product team for the now-defunct music-player application. Duties included web and mobile product design, original art, functionality flows, canonical documentation, style-guide creation, wire-framing and competitor product analysis. I also became somewhat of a czar in Android design, functionality and form-factors, owing to my intense interest in the system.

### YieldBuild LLC 2008 to 2010

Designer, CSS and User Experience developer. In this position, I have designed reporting systems, mobile applications, created a learning center article site, desktop widgets and general website design.

### Fry Inc 2008

Lead Interface Developer at SF office. Responsible for building XHTML-compliant table-free HTML/CSS pages. I also worked in Flash as a secondary focus. Other skills include management of producer timelines, project estimates and client interface. I worked with management teams on the West Coast.

### Bornhuman LLC 2000-2007

My own private web consulting firm, specializing in HTML, Web Marketing, E-commerce and Flash development for clients great and small. Bornhuman was a one-man operation with a team of crack- programmers and designers...and a heart of gold (awwwwww). Clients included Marvel, Nike, Columbia Sportswear, Microsoft & many more.

## Portfolio & LinkedIn

**Online Portfolio:**  
<http://www.bornhuman.com>

**LinkedIn:**  
[http://www.linkedin.com/profile/view?id=28831892&trk=tab\\_pro](http://www.linkedin.com/profile/view?id=28831892&trk=tab_pro)